

scanner, a fingerprint scanner, or a microphone and a voice digitizer. The gambling units may be programmed to play a game selected from the group of video games consisting of video poker, video blackjack, video slots, video keno and video poker.--

IN THE CLAIMS:

Please cancel claims 1-30.

Please add the following claims:

Sub c1> 31. A casino gambling system in which a credit item may be utilized as a medium of value, said casino gambling system comprising:

a server computer;

a plurality of casino gambling units operatively coupled to said server computer, one of said casino gambling units comprising:

a display unit that is capable of generating color images;

an input device that allows a player to make an input selection;

a value-input device that is capable of allowing the player to deposit a medium of value; and

a gambling unit controller operatively coupled to said display unit, said input device, and said value-input device, said gambling unit controller comprising a processor and a memory operatively coupled to said processor,

said gambling unit controller being programmed to allow the player to make a wager;

said gambling unit controller being programmed to cause a video image to be generated on said display unit, said video image representing a game selected from the group of games consisting of video poker, video blackjack, video slots, video keno and video bingo,

said video image comprising an image of at least five playing cards if said game is video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game is video slots,

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said video image comprising an image of a plurality of playing cards if said game is video blackjack,

said video image comprising an image of a plurality of keno numbers if said game is video keno,

said video image comprising an image of a bingo grid if said game is video bingo, and

said gambling unit controller being programmed to determine a value payout associated with an outcome of said game; and

a cashier computer operatively coupled to said server computer, said cashier computer comprising:

a cashier credit-input device that is capable of accepting a credit item representing a medium of value;

a cashier dispenser that is capable of dispensing an item representing a medium of value;

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a cashier, said biometric input apparatus being selected from the group of biometric input apparatuses consisting of a fingerprint scanner, an eye scanner, a camera, and a microphone/voice digitizer apparatus; and

a cashier controller operatively coupled to said cashier credit-input device, said cashier dispenser, and said biometric input apparatus, said cashier controller comprising a microprocessor and a memory,

said cashier controller being programmed to control access to said cashier computer based upon digital data generated by said biometric input apparatus;

said cashier controller being programmed to store digital data representing a fingerprint if said biometric input apparatus comprises a fingerprint scanner;

said cashier controller being programmed to store digital data representing a portion of a person's eye if said biometric input apparatus comprises an eye scanner;

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said cashier controller being programmed to store digital data representing a portion of a person's face if said biometric input apparatus comprises a camera;

said cashier controller being programmed to store digital data representing a person's voice if said biometric input apparatus comprises a microphone;

said cashier controller being programmed to determine whether a credit item accepted by said cashier credit-input device is valid;

said cashier controller being programmed to store a first set of digital data derived from said biometric input apparatus, said first set of digital data corresponding to a unique physical characteristic of a person;

said cashier controller being programmed to store a second set of digital data derived from said biometric input apparatus, said second set of digital data corresponding to said unique physical characteristic of said person; and

said cashier controller being programmed to generate a set of composite digital data based on said first and second sets of digital data.

32. A casino gambling system as defined in claim 31 wherein said cashier credit-input device comprises a ticket reader that is capable of reading a ticket voucher.

33. A casino gambling system as defined in claim 31 wherein said biometric input apparatus comprises a fingerprint scanner.

34. A casino gambling system as defined in claim 31 wherein said biometric input apparatus comprises an eye scanner.

35. A casino gambling system as defined in claim 31 wherein said biometric input apparatus comprises a camera.

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36. A casino gambling system as defined in claim 31 wherein said biometric input apparatus comprises a microphone coupled to a voice digitizer.

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37. A casino gambling system as defined in claim 31 wherein said cashier controller is programmed to generate said set of composite digital data by averaging said first and second sets of digital data.

38. A casino gambling system, comprising:

a first computer;

a plurality of casino gambling units operatively coupled to said first computer, one of said casino gambling units comprising:

a display unit that is capable of generating color images;

an input device that allows a player to make an input selection;

a value-input device that is capable of allowing the player to deposit a medium of value; and

a gambling unit controller operatively coupled to said display unit, said input device, and said value-input device, said gambling unit controller comprising a processor and a memory operatively coupled to said processor,

said gambling unit controller being programmed to allow the player to make a wager;

said gambling unit controller being programmed to cause a video image relating to a game to be generated on said display unit; and

said gambling unit controller being programmed to determine a value payout associated with an outcome of said video gambling game; and

a second computer operatively coupled to said first computer, said second computer comprising:

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a person; and

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a controller operatively coupled to said biometric input apparatus, said controller of said second computer comprising a microprocessor and a memory,

said controller of said second computer being programmed to store a first set of digital data derived from said biometric input apparatus, said first set of digital data corresponding to a unique physical characteristic of said person;

said controller of said second computer being programmed to store a second set of digital data derived from said biometric input apparatus, said second set of digital data corresponding to said unique physical characteristic of said person;

said controller of said second computer being programmed to generate a set of composite digital data based on said first and second sets of digital data; and

said controller of said second computer being programmed to control access to said second computer based upon digital data generated by said biometric input apparatus.

39. A casino gambling system as defined in claim 38 wherein said biometric input apparatus comprises a fingerprint scanner.

40. A casino gambling system as defined in claim 38 wherein said biometric input apparatus comprises an eye scanner.

41. A casino gambling system as defined in claim 38 wherein said biometric input apparatus comprises a camera.

42. A casino gambling system as defined in claim 38 wherein said biometric input apparatus comprises a microphone coupled to a voice digitizer.

43. A casino gambling system as defined in claim 38, wherein said controller of said second computer is programmed to compare a set of digital data representing a unique

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physical characteristic of a person attempting to use said second computer with said set of composite digital data to determine whether the person attempting to use said second computer should be allowed to use said second computer.

44. A casino gambling system as defined in claim 38 wherein said controller of said second computer is programmed to generate said set of composite digital data by averaging said first and second sets of digital data.

45. A casino gambling system, comprising:

a first computer;

a plurality of casino gambling units operatively coupled to said first computer, one of said casino gambling units comprising:

a display unit that is capable of generating color images;

an input device that allows a player to make an input selection;

a value-input device that is capable of allowing the player to deposit a medium of value; and

a gambling unit controller operatively coupled to said display unit, said input device, and said value-input device, said gambling unit controller comprising a processor and a memory operatively coupled to said processor,

said gambling unit controller being programmed to allow the player to make a wager;

said gambling unit controller being programmed to cause a video image to be generated on said display unit, said video image representing a game selected from the group of games consisting of video poker, video blackjack, video slots, video keno and video bingo,

said video image comprising an image of at least five playing cards if said game is video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game is video slots,

said video image comprising an image of a plurality of playing cards if said game is video blackjack,

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said video image comprising an image of a plurality of keno numbers if said game is video keno,

said video image comprising an image of a bingo grid if said game is video bingo, and

said gambling unit controller being programmed to determine a value payout associated with an outcome of said video gambling game; and

a second computer operatively coupled to said first computer, said second computer comprising:

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a person; and

a controller operatively coupled to said biometric input apparatus, said controller of said second computer comprising a microprocessor and a memory,

said controller of said second computer being programmed to store a first set of digital data derived from said biometric input apparatus, said first set of digital data corresponding to a unique physical characteristic of said person;

said controller of said second computer being programmed to store a second set of digital data derived from said biometric input apparatus, said second set of digital data corresponding to said unique physical characteristic of said person;

said controller of said second computer being programmed to generate a set of composite digital data based on said first and second sets of digital data; and

said controller of said second computer being programmed to control access to said second computer based upon digital data generated by said biometric input apparatus.

46. A casino gambling system as defined in claim 45 wherein said biometric input apparatus comprises a fingerprint scanner.

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47. A casino gambling system as defined in claim 45 wherein said biometric input apparatus comprises an eye scanner.

48. A casino gambling system as defined in claim 45 wherein said biometric input apparatus comprises a camera.

49. A casino gambling system as defined in claim 45 wherein said biometric input apparatus comprises a microphone coupled to a digitizer.

50. A casino gambling system as defined in claim 45, wherein said controller of said second computer is programmed to compare a set of digital data representing a unique physical characteristic of a person attempting to use said second computer with said set of composite digital data to determine whether the person attempting to use said second computer should be allowed to use said second computer.

51. A casino gambling system as defined in claim 45 wherein said controller of said second computer is programmed to generate said set of composite digital data by averaging said first and second sets of digital data.

REMARKS

In the Office Action, the guidelines for an abstract were set forth (the abstract was presumably objected to on the basis it was too long) and claims 1-30 were rejected in view of a number of patents. In the above amendments, a new abstract has been provided, claims 1-30 have been cancelled, and new claims 31-51 have been added. A petition for a two-month extension of time and a supplemental information disclosure statement are filed herewith.

In view of above amendments and the following remarks, reconsideration of the application is respectfully requested.

New claim 31 is directed to a casino gambling system having a server computer, a plurality of casino gambling units, and a cashier computer having a controller. The controller of the cashier computer is programmed to perform various functions, including the following functions: 1) to store a first set of digital data derived from said biometric input apparatus, said first set of digital data corresponding to a unique physical characteristic of a person; 2) to store a second set of digital data derived from said biometric input apparatus, said second